

CLAIMS

1. A training system adapted to simulate an outdoor adventure type experience through the medium of interactive audio-visual material adapted to present to users of said system sequences of events; said events potentially leading to a predefined nominal goal and a user-selected actual goal, and wherein said users select responses to said events so as to attempt to optimize conditions conducive to the achieving of said nominal goal and said actual goal.
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1. The training system of Claim 1 wherein said outdoor adventure type experience is a training session, said session comprised of any one of a multiplicity of alternative strings of sequences of events; any one of said strings determined by the selection of one of at least two possible responses by said user to sequential ones of said events.
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2. The training system of Claim 1 wherein said user is an individual.
- 20 3. The training system of Claim 1 wherein said user is a group of individuals.
4. The training system of claim 1 wherein said outdoor adventure type experience includes a planning phase wherein said user-selected actual goal is selected

from a predetermined group of possible actual goals presented by said system to said user.

5. The training system of Claim 5 wherein said planning phase includes the selection by said users of predefined numbers of entities from each of predefined groups of entities, said groups including:

(a) virtual participants to act as proxies for said users,

(b) virtual supplies,

10 (c) virtual items of equipment.

6. The training system of any one of Claims 1 to 6 wherein said audio-visual material is incorporated in a software program adapted for processing on a personal computer.

15 7. The training system of any one of Claims 1 to 6 wherein said audio-visual material is incorporated in a software program adapted for processing on a network of personal computers.

20 8. The training system of any one of Claims 1 to 8 wherein said audio-visual material is in the form of digital data on a Compact Disc Read-Only Memory (CD ROM).

9. The training system of any one of Claims 1 to 8 wherein said audio-visual material is in the form of digital data incorporated on a Digital Video Disc (DVD) for display by a data projector.

5 10. The training system of any one of Claims 1 to 6 wherein said audio-visual material is in the form of digital data adapted for processing by a virtual reality system.

10 11. A method for the training of users utilizing a training system, said training system comprising interactive audio-visual material simulating an outdoor adventure type experience having a predefined set goal and a user-selected goal, said material presented in a planning phase and an execution phase,
15 said method including the steps of:-

(a) displaying said material via audio-visual equipment

(b) said users selecting a user-selected goal from a number of predefined goals during said planning
20 phase

(c) said users during said planning phase selecting from predefined groups of entities

(d) the presentation to said users during said execution stage of a sequence of events, each event of said sequence of events accompanied by at least two possible choices of response to said event selectable by said users.

5 13. The method of claim 12 wherein said groups of entities include:-

10 (a) virtual participants in said outdoor type adventure experience

 (b) items of supplies relevant to said outdoor type experience

 (c) items of equipment relevant to said outdoor type experience

15 14. The method of claim 12 wherein each of said sequence of events is one of a multiplicity of possible sequences determined by the selection of said response to each one of said events by said users.

20 15. The method of Claim 13 wherein said selection of said responses determines the realization of said predefined set goal and said user-selected goal.

16. The method of Claim 14 wherein said selection of said responses determines the level of achievement of users of said training system.

17. The method of Claim 15 wherein each of said selection of said response is recorded for subsequent analysis and feedback to said users.
18. The method of any one of Claims 12 to 17 wherein a plurality of groups of participating users are arranged to view on a common display recorded said planning phase and said execution phase of each one of said plurality of groups.
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